MINDSCAPE
FROM
THE SOFTWARE
TOOLWORKS

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SUPER BATTLESHIP

THE CLASSIC NAVAL COMBAT GAME

INSTRUCTION BOOKLET

MINDSCAPE
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SUPER NINTENDO
ENTERTAINMENT SYSTEM

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SUPER BATTLESHIP™

Instruction Booklet

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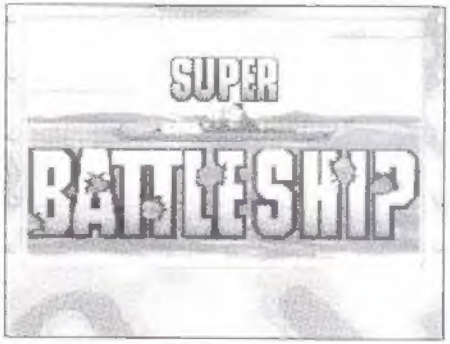
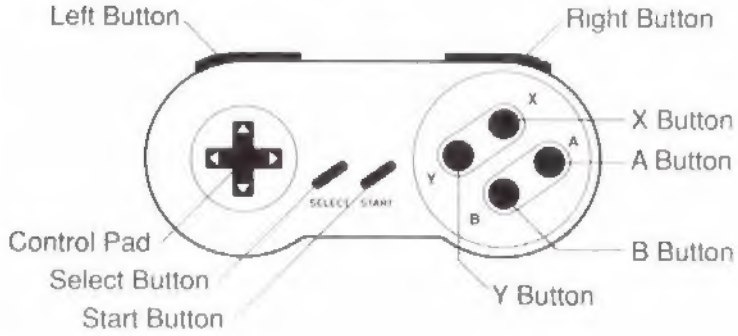
Starting the Game

To start the game:

1. Make sure your Super Nintendo Entertainment System® (Super NES) is turned off.
2. Put the *Super Battleship*™ Game Pak in your Super NES.
3. Turn on the Super NES.
4. At the title screen, press **Start**.
5. Use the Control Pad to select an option, then press **A**:
   Super Battleship—Play with overhead and closeup battle views. Select a mission, then press **A**.
   Classic Battleship—Play on a screen similar to the board game.
   Enter secret code—If you know a secret code, use it to choose a Level and Mission. See *Secret Codes*.



Game Controls



Control Pad

Select an option, position the current ship, and aim weapons.

▲ Up

▼ Down

◀ Left

▶ Right

Buttons

Start Pause and unpause.

Select Begin the game, cancel the current operation, choose a menu option, or provide more options. See *Command Post*.

A The action button that confirms a secret code, placement of ships in the water, and use of tactical options, such as *Target Weapons*. Usually, you use the Control Pad to make a selection, then press **A**.

B During the enemy's turn you can press **B** to turn off visuals of enemy ship movements.

X The toggle weapon button that cycles through the current weapons. Use the Control Pad to select the *Target Weapons* option, press **X** to choose a weapon, then press **A** to fire.

Y The toggle radar button that cycles through **Radar**, **Sonar**, and **Off** in the green circle on the right side of the *Command Post* view.

Right View an overhead satellite image of the entire playing field. During your turn, press **Right** then **A** to see all land, water, and vessels.

Left Find out what your mission objective is.

The Command Post

The *Battleship Command Post* gives an overview of your battle field, offers tactical options, and can show radar or sonar as needed. From here you give commands to your fleet during a mission. You also use the *Command Post* to assess ship damage and undertake repairs after an enemy encounter.

To become a successful Naval commanding officer, you need to know how to maneuver your fleet on a mission, and how to use weapons and strategy to destroy the enemy. The best officers also know how to assess and repair damage to their ships.

Tactical Options

From the *Command Post*, press **Y** to toggle between **Radar** and **Sonar** in the green circle on the right of the screen.

Use the Control Pad to highlight one of the tactical options on the lower left of the screen, then press **A** to use the options as shown.

Move Ship –Position your fleet. A grid of squares appears showing where the current ship may move. Use the Control Pad to place the cursor where you want the ship, then press **A**. You can reposition each ship or choose ***Prior Orders*** to let a ship continue its course.

Target Weapons – Aim your current weapon. Press **X** to cycle through available weapons, which may include the main gun, torpedoes, depth charges, and/or missiles. Use the Control Pad to move the cursor onto an enemy target, then press **A**. See *Man Your Battle Stations*.

Prior Orders – Lets a ship continue on its current course. You can also pass a turn for a beached ship.

Status Display – Switches to the *Status Display* for the current vessel. See *Damage Control*.

You can press **Select** to see two more options:

G – Go back to the game screen and start a mission.

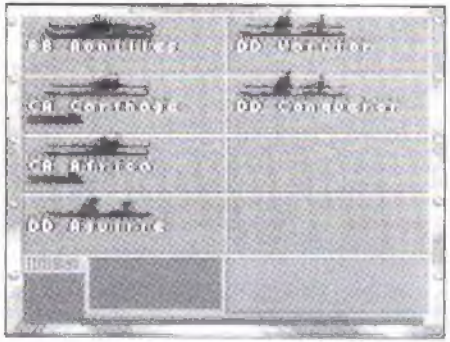
Fleet Display – Switches to the *Status Display* for the entire current fleet. See *Damage Control*.

Press **Select** again to return to the normal *Command Post* view.

Damage Control

The **Fleet Display** and **Status Display** options let you monitor the condition of one ship or all vessels after an engagement.

Fleet Display



Note: From the *Fleet Display* screen, use the Control Pad to highlight a ship, then press **A**. The *Status Display* screen appears for that ship.

Status Display

The full screen status display is a schematic side view of the ship, its ammunition, and any damage. From here, you can give Damage Control teams their repair assignments. Use the Control Pad to highlight a damaged area for repair, then press **A**. If your Damage Control teams are hot, you may have a chance to make these repairs:

- Fire Control Hit
- Steering Hit
- Engine Hit
- Gunnery Hit—both Stern Guns and Bow Guns
- Sonar Hit
- Radar Hit

When damage repair is done, press **Select** to return to the *Command Post*.

Man Your Battle Stations

The main menu offers two play options, **Super Battleship** and **Classic Battleship**, with different views.

Super Battleship Views

If you choose **Super Battleship** on the main menu, you arrive at the *Command Post*, an overhead view of the naval battle.

After you are in a position to successfully hit your enemy, choose **Target Weapons**. Press **X** to toggle between the main guns, torpedoes, missiles, or depth charges. Press **A** to activate that weapon. If your chances of a hit are good, a side view of the enemy appears.

In the side view, press **A** to fire a weapon. You can also use the Control Pad in the side view as follows:

Main Guns: Your crosshairs are centered on the horizon. Press the Control Pad to aim your guns.

Torpedoes: Press ▶ and ◀; to move the torpedo rack; press ▲ and ▼ to change the spread of torpedoes.

Missiles: Press ▶ and ◀; to control the flight path and lock onto an enemy ship.

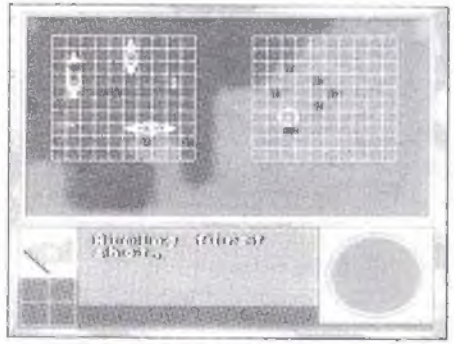
Depth Charges: You see an underwater view. Press ▶ and ◀; to control the speed of your boat on the surface; press ▲ and ▼ to set the depth at which the charges detonate.

With luck you'll hit your target without getting hit. Sometimes, even in range, you miss, based on the speed of the other ship and your aim. Watch for the reload message. You are clear to fire away again!

Classic View

If you choose **Classic Battleship** on the main menu, you get a view that is similar to the board game.

Use your game controls to position your ships on the grid, aim your weapons, and fire.



Battle Craft

The game includes three categories of vessels, friendly naval vessels, enemy vessels, and neutral ships.

Friendly Naval Vessels

Depending on the Level and Mission, you command these types of ships:

Patrol Boat – A small, usually fast ship with few weapons. These are your most expendable ships.

Destroyer Escort – An expendable warship that accompanies and protects other ships.

Destroyer – A real warship. This is a non-expendable scout and outrider for your fleet.

Light Cruiser – A big destroyer. Good for hunting enemy destroyers.

Heavy Cruiser – A ship big enough to have real armor and guns that do real damage. Use them as substitutes for battleships when you don't have enough of them.

Battle Cruiser – A light armored battleship. These can run down most smaller ships and carry enough firepower to do real damage to a battleship.

Battleship – A massive warship with the biggest guns and heaviest armor. A battleship can destroy any ship it encounters!

The speed of a ship is based on the amount of weapons and armor carried aboard. A loaded ship goes slower than one with little on board. So, your fastest ships are the patrol boats, and the slowest are the battleships.

Enemy Vessels

Your enemies have all of the above naval vessels with some special additions.

Submarine – An underwater hunter that specializes in sneak attacks. Beware of your enemy's subs – they are dangerous and hard to find. Use your sonar to find these and depth charges to destroy them!

Shore Batteries – Land based guns that can fire on passing ships. Keep a weather eye to the shore!

Mines – Floating explosives that can sink your ships. Use your sonar to detect them!

Neutral Ships

You are occasionally asked to escort harmless merchant vessels. The enemy loves to sink these innocent victims!

Levels and Missions

The game *Super Battleship* has seven Levels with a total of 16 Missions.

1. ***Sink the Excalibur*** – The enemy battleship, Excalibur, is preying on merchant vessels in the open ocean. Your orders are to take a small fleet and stop the Excalibur before more innocent lives are lost.
2. ***Mosquito Boat Attack*** – With five new model PT boats at your command, you must pursue and attach enemy vessels.
3. ***Battle for Quemoy Island*** – The long harsh war years are about to culminate in a ferocious battle. Engage your mighty fleet against the enemy's in what may be your last chance.
4. ***Convoy Escort*** – Enemy vessels prowl the shipping lanes. You must escort a merchant ship with a new secret weapon through hostile waters.
5. ***Convoy KL 17*** – Lead your fleet of light ships on a raid against enemy merchant shipping. Beware the enemy escort convoy coming around the cape.
6. ***Raid on Mindino Airfield*** – The fighting in the straits continues to rage. Your orders are to send a raiding force up the channel to shell the vital enemy airfield on Mindino Island. Your force must move quickly or risk destruction at daylight from enemy air power.
7. ***Destroyer Action*** – Just another humdrum patrol of island chains? Not. Today the enemy makes contact.
8. ***Power Sweep*** – A force of cruisers replaces the destroyers on this patrol. Try to ambush the light forces that are harassing your destroyers.
9. ***Ambush*** – A routine patrol turns into a nightmare—you are suddenly attacked by a horde of small enemy craft. Try to sail free and make it back to base.

10. ***Mayhem at Midnight*** – Just past midnight the lookouts sound the alert! An enemy flotilla is shelling a logistically important complex on Kinkaid City.
11. ***Bee Swarm*** – Lead a group of fast attack craft up the straits. Coming the other way is a swarm of enemy boats intent on getting the right of way.
12. ***Bodyguard*** – The badly damaged battleship, Warrior, limps home under your escort. Blocking the way back to base is a force of enemy subs tipped off by their nefarious spies. Try to get the crippled ship past this ambush and safely on its way.
13. ***Rescue Mission*** – On one of many small islands dotting the Great Sea, a valiant soldier has been watching the coast for over six months. Now the enemy is closing in on him. Take your destroyer up the straits and rescue the watcher before his time runs out.
14. ***Jolly Roger*** – Command a battle cruiser operating independently of the main fleet. Hunt down and destroy the enemy's supply ships before it's too late.
15. ***Pitbulls and Sluggers*** – Two battleships meet head-on. Only one force can survive. Will yours make it or sink?
16. **Total War** – You must destroy the entire enemy fleet and capture/overtake all enemy land bases.

Use the Control Pad to select a mission, then press **A.**

Once you begin a mission, onscreen orders tell you how many rounds you have to complete the mission. You can press **Left** at any time, to review the number of rounds.

Secret Codes

As you win each level, you get a secret code that lets you go directly to the next level from the start-up menu. It's a good idea to write down the codes as you master each stage, because they are hard to remember.

To begin play at an advanced level, choose **Enter secret code** on the *Super Battleship* main menu, then press **Start**. Use the Control Pad to move the cursor and press **A** after you select each character in the code. When the code is correct, a Level message appears. Press **Select** to see a list of missions. Choose a mission and begin the battle!

Tips

- Don't run aground.
- Use your sonar.
- Monitor and fix fleet damage routinely.
- Deploy high powered weapons strategically.
- Don't be fooled by enemy decoys – stick to your mission.
- Hull damage repair and weapons restocking can only take place in a friendly harbor.

Technical Support

For technical support in the USA:
Majesco Sales, Inc.
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Edison, NJ 08837
Telephone: (800) 826-0015

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2. Notify Majesco Sales, Inc. of the problem requiring warranty service by calling our Technical Support Dept. at (800) 826-0015, and leave a message.
3. If the Majesco Sales, Inc. Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, enclose your name, address and phone number, and return your PAK, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof of purchase (UPC code) within the 90-day warranty period to:

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